

# ARENA GAMES

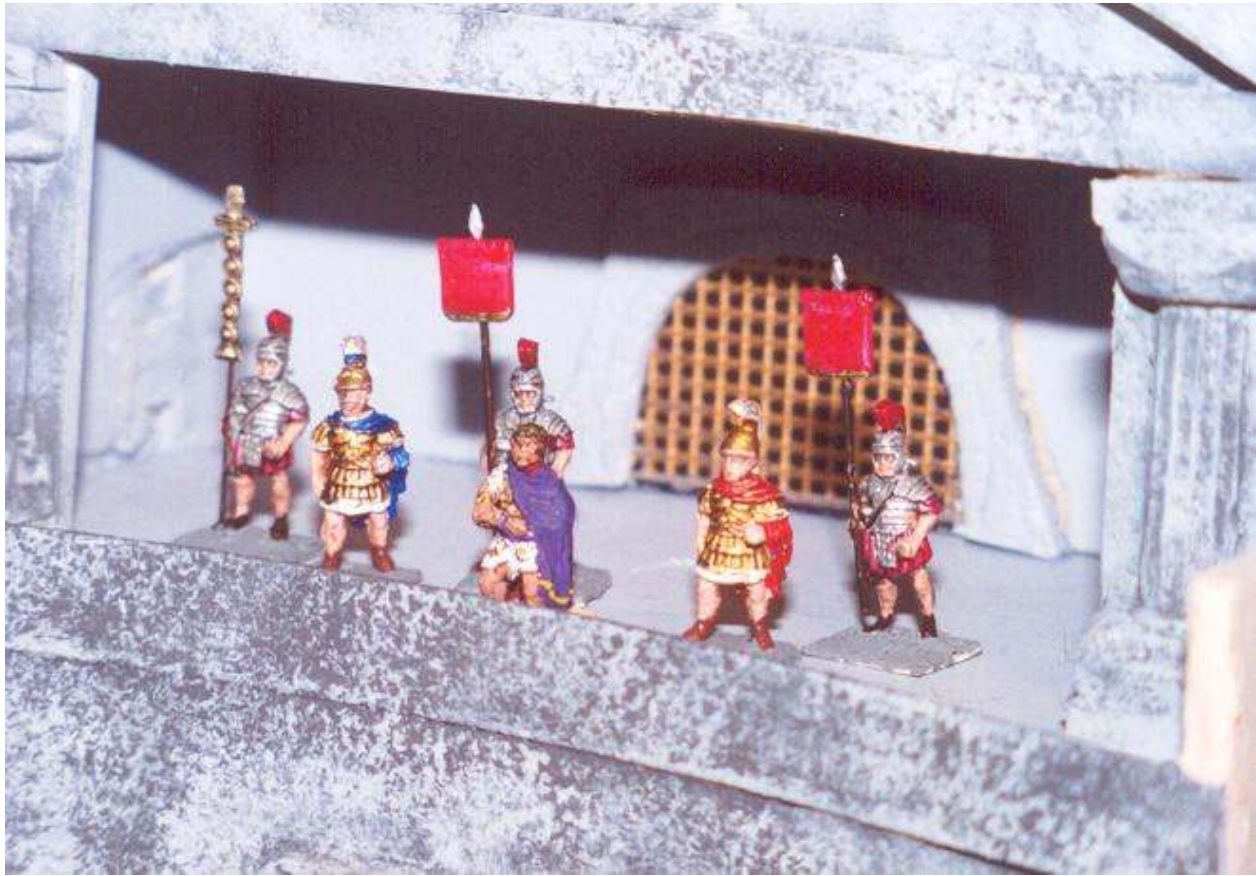


Version 1.1

## **A Game of Gladiatorial Combat**

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**Acknowledgements:**

Many thanks to Walt Kordon, whose wonderful colosseum brings these rules to life. Also, Steve DeYoung and Bob Watts for their help in presenting the game. Finally, we would like to thank all the individuals (there are too many to name) who have advised, suggested and most of all play tested the rules.





**"You stand in the dark. You have your sword ready. You can hear the faint murmur of the crowd in the background. Ah yes, the crowd. That blood thirsty collection of pathetic excuses for human beings. Hard to believe that your life may hang in the balance. The decision of whether you live or die may lie with that crowd. Suddenly, trumpets blast. The gate is raised, and you walk out into the sunlight. As you do the crowds murmur turns into a roar beyond description! This is it. All your training will be tested today. You can feel your adrenaline begin to pump. You can't wait to get the first blow in. Suddenly, it all becomes clear and you decide that you will kill! Kill or die!"**

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## Introduction and Background History

**Arena Games** is a game that simulates Roman Gladiatorial Combat. Combat can be an individual one on one fight between two gladiators, a fight between 2 or more gladiators per side, or gladiators against wild beasts.

The period represented is from 250 BC to about 400 AD. It is a man-to-man skirmish game intended for 25mm figures. The game is played on a hexagon grid (sample included). This is the "arena" if you will, and each hex represents about 3-4 feet across. Players (Gladiators) move 25mm game pieces around the grid striking and avoiding blows from their opponents during game turns made up of Combat Phases. Figures should be mounted separately on single bases. Any shape of base can be used, although "hex shaped" works out the best with each figure mounted to face a hex-side. For ease of play the "front" of the figure base should be marked. Any scale figure can be used as long as the hex grid is adjusted for the size of the figure.

Each game turn is divided into four (4) Combat Phases. A game or match may last any number of turns. Gladiators accumulate "damage" throughout the game, and fight until they are killed or can no longer fight; at which time they must beg for mercy. Combat can be an individual one on one fight between two gladiators, a fight between 2 or more gladiators per side, or gladiators against wild beasts.

### **Gladiator Types**

There were about a dozen or so different types of gladiators that fought throughout the history of the Roman games. Each had their own appearance and fighting style. These types of fighters are very well represented in today's miniatures' market. *Gladiator Games*, *The Foundry*, *Old Glory*, *Crusader* and *Steve Barber Miniatures* produce very detailed and accurate 25mm gladiator figures. In 15mm scale, *Museum Miniatures* manufactures a good variety, and *Battle Honors* carries a 40mm line. If your budget is limited, you can also purchase 1/72 scale plastic gladiator figures from *Orion* or *Pegasus*. *Pegasus* and *Italiari* also produce 1/32 scale gladiators that are very good.

Sources differ as to the appearances and fighting styles of these gladiator classes, however, here are some general descriptions for your reference.

**Samnite**: Probably the most recognizable of all the gladiator types. This gladiator fought with a visor, plumed helmet, a metal greave on the left leg, a large square military style shield and a short stabbing sword called a "gladius." His name is derived from the Samnites, an ancient enemy of the early Roman Republic. The Samnite is easy to be confused with the Myrmillo. Although it is believed that after the reign of Augustus, the Samnite gave way to the Myrmillo.

**Myrmillo (The Fish)**: This gladiator was very similar to the Samnite, and fought with a large shield and gladius, as well. The name means a kind of fish, and sometimes these fighters adorned their helmets with a crest that resembled a fish or the fin of a fish.

**Thracian**: This gladiator wore an elaborately crested helmet with visor, high greaves on both legs, arm protector, a small shield called a "parma," and a small curved sword called a "sica." This gladiator usually fought against the Myrmillo.

**Retiarius (Net Man)**: This gladiator was very distinctive, as he was one of the few that fought with no helmet. He wore a metal arm guard called a "galerus" on his left shoulder, and his weapons were the





Gladiator Type	Opponent
Samnite	Myrmillo, Thracian
Myrmillo	Samnite, Thracian
Retiarius	Secutor, Myrmillo, Samnite
Secutor	Retiarius, Myrmillo, Samnite
Hoplomachus	Hoplomachus, Provocator
Laquearius	Secutor, Myrmillo, Samnite
Dimacheris	Not known, probably anybody
Velite	Usually two velites fought against a heavily armored man.
Provocator	Provocator, Hoplomachus, Retiarius
Andabantes	Andabantes
Equites	Equites
Venatores	Wild Beasts

These are only some suggestions based on historical research. Historical records are incomplete, at best, and the games were meant to be entertaining, so try to pair up interesting combinations, as well.





## Game Set-Up

Before each contest, players choose gladiator figures they wish to use in the game. The armor on each figure is noted and the gladiator's Basic Initiative (Action Points) and Save Value points are determined. A gladiator receives Action and Save Value Points based on the amount of armor he or she has. The amount of armor determines what the gladiator's Base Initiative (Action Points) and what his or her Save Value will be. A Save Value is a roll of a D10 that determines whether or not the gladiator has been able to protect himself from his opponent's attack.

All gladiators start the game "naked" with a value of 10 points. These points count for two things.

1. Base Initiative: The amount of Action Points allowed per Combat Phase.
2. Save Value: The number needed for a gladiator to protect himself from his opponent's blows. Save points are determined from the "metal" protection that the gladiator figure has. Leather arm or leg guards protect the gladiator in a different way. This will be discussed later.

Each gladiator deducts 1 point for every piece of armor that he is wearing to get his Base Initiative. The following table shows what armor pieces, and how much should be deducted from the basic point value of 10.

### Gladiator Point Cost Chart

Helmet	1
Arm Guards	1 (for each arm guard)
Body Armor or Chain Mail	1
Leg Guards	1 (for each leg guard)
Shield or Buckler	1

The number left is the gladiator's Base Initiative, or Base Action Points. When this same result is applied to the Save Value, that number represents what has to be rolled or higher in order for the gladiator to "save" himself from the blow of his opponent. The following page shows an example of how Base Initiative and Save Points are determined





This gladiator has a helmet (-1), a shield (-1), and an armor guard on his one leg (-1). The total points deducted from 10 are 3; therefore he has a Base Initiative of 7 and a Save Point Value of 7.



This gladiator has a left arm guard (-1). The total points deducted from 10 are 1, therefore he has a Base Initiative of 9 and his Save Point Value is 9.



This gladiator has a helmet (-1), right arm guard (-1), a shield (-1), and an armor guard on one leg (-1). The total points deducted from 10 are 4, therefore he has a Base Initiative of 6 and his Save Point Value is 6.



## Initiative Roll-off, and Action Points

The rules work on an initiative and Action Point system broken down into Combat Phases that make up a turn. An Action Point is required for anything that a gladiator does in the arena, such as movement, changing facing, combat, throwing or retrieving a weapon, etc. Players take their base initiative determined in the Game Set-up along with the result of a D6 die roll score and add them together to get their total number of Action Points for the ensuing turn. The final score from this die roll determines two things for each player for that turn.

- 1) Which gladiator moves first, 2<sup>nd</sup>, 3<sup>rd</sup>, and so on.
- 2) How many Bonus Action Points gladiators add to their Base Initiative for that turn.

The player with the highest Total Initiative (Base + Bonus) for the turn always moves first, with the next highest moving next and so on. In the event of a tie, the tying players perform die roll-offs until there is a winner.

Each turn is broken down into a number of Combat Phases. During a Combat Phase a gladiator may **USE ONLY** the number of Action Points equal to his Base Initiative, spreading out the total AP's for the turn over the four (4) Combat Phases. Players **MUST** declare and record the number of AP's they will use for the current Combat Phase at the time of their turn. Gladiators alternate turns based on the initiative roll completed at the beginning of the turn, until all phased AP's are utilized. The Game Turn ends when **ALL** Action Points for **ALL** gladiators have been used up, disallowed, or there are no more Combat Phases. Any AP's left over at the conclusion of the turn are lost.

### Action Point Table

Movement	1 AP per hex move
Change Facing	1 AP per hex side
Combat	1 AP to strike a blow against your opponent
Throw Weapon	2 AP's to throw spear, trident, net or rope.
Retrieve Weapon	Uses AP's equal to the number of hexes away from the gladiator to retrieve net or rope. Must move to spear or trident to retrieve.
Escape From Entanglement	4 AP's or until the gladiator has made up to 4 attempts.
Remove Pole Weapon	4 AP's.

### Example:

Gladiator A has a Base Initiative of 6 and rolls a 4 on the D6 for a total of 10. 10 are the total number of Action Points allowed this Gladiator for this turn. Gladiator B has a Base initiative of 8 and rolls a 5 on the D6. Gladiator B has a total of 13 Action Points allowed for this turn, plus, he moves first during all Combat Phases for that turn because his combined total of Base Initiative and die roll is higher than Gladiator A. In the first Combat Phase Gladiator B declares and uses a number of Action Points (up to the number of his Base Initiative) as he sees fit. When he has used up to 8 Action Points, his Combat Phase is completed and then Gladiator A can begin using his Action Points during the Combat Phase using Action Points up to his Base Initiative, which is 6. When Gladiator A has completed his Combat Phase, Gladiator B may use any or all of his remaining Action Points to complete his next Combat Phase, then Gladiator A, and so on. All gladiators (there can be more than two) alternate their Combat Phases in this way, based on who goes first, second and so on, until four phases are completed or all Action Points for all gladiators are used up for that turn, whichever comes first.



## Game Sheets

Each gladiator is required to record information about himself during the course of a game. Game Sheets are provided for this purpose and can be copied off. This is important for keeping track of who moves first, how many AP's are used during a Combat Phase, and to track the gladiator's physical condition during the match. The spaces provided on each game sheet are used to record the following:

1. **Gladiator's Name, Number & Type.** The name of your gladiator, any numbering that may be necessary (optional) and the type of gladiator (optional). This is important for tournament or campaign play.
2. **Initiative (Action Points).** Gladiators can use this box to record the number of base action points per Combat Phase.
3. **Armor Save Value.** The number needed for protection against the blows of an opponent. +1 if attacked from a flank hex side and +2 if attacked from the rear hex side.
4. **T.** This shows the player which turn he/she is in.
5. **P and AP.** This is to record the player's position (whether he/she moves 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>, etc. during in the phase as determined by his/her place in the turn) and the total AP's that the player has for the turn based on Game set-up and initiative die roll.
6. **Combat Phase Record.** How many AP's the player has assigned for the phase.
7. **Gladiator Damage Record.** Records the amount of damage a body part has received. Armored=5 boxes, unarmored=3 boxes, leather protected=4 boxes.
8. **Gladiator Stamina Points Record.** Represents the number of dice used in an attack against an opponent. All gladiators begin with a 6 dice at the start a match. As they loose stamina points, they loose attack dice.

For body parts not protected by armor, the gladiator **MUST** check off two damage point boxes **BEFORE** the match begins. Armored body parts receive 5 points of damage and unarmored body parts receive only 3. Leather covered body parts receive an additional point of protection, i.e. 4 points instead of 3 for that limb.



## Combat

At the start of a match, the gladiators are placed anywhere on the hex grid. They must, however, begin the match at least three or more hexes away from each other. The gladiator moving first uses any or all of his Base Initiative AP's in performing any of the actions shown in the Action Point Table. All players must keep track of expended AP's on the game sheet. Players alternate turns within Combat Phases using their AP's until all gladiators have used all their AP's for the Game Turn or there are no more Combat Phases.



These gladiators are in adjacent hexes and are in combat.



The gladiator on the left has a trident (pole weapon) and can attack his opponent from 1 hex away.

In order to initiate a blow against his opponent, a gladiator must move to and be facing an opponent's adjacent hex to strike a blow. As indicated on the game sheet, the three front sides of a hex are considered a gladiator's front. An attack against an opponent costs one (1) AP, and gladiators can attack as many times as they have AP's for that Phase. Gladiators with pole weapons (spear or trident) may strike blows from one (1) hex away.

To determine if the gladiator's blow has actually struck home, the attacking gladiator rolls one Red D6 and six White D6. The Red D6 designates the part of his opponent's body struck by the blow. The White D6's represent the number of blows against that body part. Only sixes that are rolled count as hits. All other numbers are discarded. If no sixes are rolled, no blow is delivered and the attack is considered over.

### Example:

A gladiator decides to strike his opponent. He moves to his target's adjacent hex, facing his opponent. He then rolls one Red D6 and six White D6. The roll results are as follows: 2 on the Red D6 and only 1 six on the White D6's. This result means that the gladiator has struck his opponent once on the left arm. (See game sheet for body part numbers.)

### NOTE:

When a player uses all his AP's, he is finished for the turn. However, other gladiators may have more AP's left, and the turn continues until all AP's for all gladiators are expended or all Combat Phases are used up. Gladiators should be careful not to expend all their AP's too quickly as they may become helpless and left to the mercy of other gladiators with remaining AP's. If a gladiator chooses, he can also "burn" any remaining AP's if he does not wish to perform any actions. Remember, AP's **CANNOT** be carried over to the next Combat Phase.

### Protecting Yourself and Sustaining Wounds







The gladiator on the left has been attacked through his "rear" hex and must add a +2 to his save point value when he rolls for his defense.

Gladiators protect themselves from the blows of their opponents by rolling their protection or Save Value. After the attacking gladiator delivers his blow(s), the defending gladiator must roll a D10 for every hit delivered by his opponent. Whether the defending gladiator has successfully defended against the blow is determined by what is rolled on the D10. After consulting the Game Sheet, the defending gladiator must roll his "Save Value" or higher in order to protect himself from the blow of the attacker.

The direction of the attack is very important. If a gladiator is attacked from a flank hex side, a +1 is added to the defending gladiator's Save Point Value before the die roll. If the attack comes from a rear hex side, a +2 is added to the Save Point Value before the die roll.

If the defender successfully protects himself from the blow, the attack is considered completed. However, if the attacker succeeds in wounding his opponent, the wounded gladiator must record the damage on his Game Sheet by checking off a box next to the body part for each and every hit received and not successfully defended against.

The wounded gladiator must then make a compulsory "retreat" move directly away from his opponent. This simulates the natural human reaction to being struck by a sharp cutting weapon. Only if the gladiator is netted or lassoed is it not necessary to make this compulsory move because it is assumed that he cannot move. If the retreat move takes the gladiator into the adjacent hex of another opponent or animal, he can be attacked again. The attacking gladiator may, if he chooses and if he has AP's left, follow up his initial damaging attack by expending AP's to move to his opponent and attacking again.

When moving, gladiators may not "step" on obstacles. An obstacle may be a dead gladiator or animal, a loose net or pole weapon, etc. Even when gladiators are forced to make a compulsory move, they must avoid obstacles.

For every wound received, the effected gladiator must also check off a stamina point. The numbers on the Stamina Point boxes represent the number of White D6's the gladiator used when delivering a blow. As the gladiator sustains more wounds during the match, the number of White D6's dwindles. When the number of Stamina D6's reaches 0, the gladiator must beg for mercy because he can no longer fight. When a gladiator loses an arm or leg, and sustains additional damage to either of those limbs, a Stamina Point box must still be checked off even if there are no more damage boxes for that limb.

Some body parts on the gladiator are more critical than others. For instance a hit to an un-armored head is obviously more serious than a hit to an un-armored leg or arm. Because of this, losing all damage points for certain parts of the body effect gladiators differently. See the following table:



## **Body Part Loss Table**

Body Part	Effect of Loosing All Damage Points
One Arm	The gladiator can't use the arm. If he has a shield, he loses that save value point, and the figure is marked with a <b><i>SHIELD LOST</i></b> marker. If he has a net, or lasso, he loses the use of that weapon and the figure is marked with a <b><i>SPECIAL WEAPON LOST</i></b> marker. The gladiator will be able to use his remaining weapon in the other hand.
Both Arms	If the gladiator loses the use of both arms, he can no longer fight and must beg for mercy.
One Leg	The gladiator can now move <b><u>ONLY</u></b> 1 hex per Combat Phase. However, he may change facing and fight as indicated by his Base Initiative. AP's not used during the Combat Phase will be lost.
Both Legs	If the gladiator loses the use of both legs, he can no longer move and must beg for mercy.
Body	Gladiator is killed instantly.
Head	Gladiator is killed instantly.



## Entanglement Weapons

There were specialist gladiators that used ropes and nets to entangle their opponents and then close in for the kill. Sometimes what these men lacked in armor they more than made up for in speed and skill in using these special weapons.



The gladiator on the left has thrown his net and has missed. He can only retrieve it by expending 5 AP's to draw it back to himself.

The net or lasso was used to entangle an opponent, hampering his movement and thus making him quite helpless to defend himself. When a gladiator with a net or lasso decides to throw the weapon in an attempt to tangle up his opponent, the AP cost is 2 points. The success or failure of tossing this weapon depends on the gladiator's distance from the target. The gladiator wishing to throw the weapon, places a **NET OR LASSO THROWN** marker on his figure, rolls a D10 and checks the results on the table below.

### Entanglement Weapon Throwing Table

Distance In Hexes	Roll Needed
1	1-7
2	1-6
3	1-5
4	1-4
5	1-3
6	1-2
7+	1

If the net or lasso thrown hits the target, the defender has a chance to avoid being entangled. Unlike a normal defense against a sword or spear attack, the defending gladiator will avoid being tangled by rolling his Save Point Value or **LESS** on a D10. The lighter armored a gladiator is the better chance he has to avoid the entanglement. All facing modifiers apply. If the defender is successful in avoiding the entanglement, the net or lasso misses and lands in an open hex behind the defender and will remain there until its owner reclaims it. (Use **LOOSE NET OR LASSO** marker.)

If the defender becomes entangled in the net or lasso (use **TANGLED** marker), he is quite helpless and cannot move, change facing, or attack. Because of this defenseless position he has gotten himself into,



he no longer receives his Save Point Value against attacks and **MUST** roll a “0” to protect himself from any opponent’s blow until he can extricate himself from the net or lasso.



The gladiator on the right has been unfortunate enough to get himself tangled in his opponent’s net. Unless he can extricate himself from the net he is at his opponent’s mercy!

The unfortunate victim of an entanglement can attempt to un-tangle himself at any time. It costs 3 AP’s and the victim rolls a D10 and checks the results on the table below.

### **Entanglement Escape Table**

Escape Attempt	Roll Needed
1 <sup>st</sup> Attempt	1-4
2 <sup>nd</sup> Attempt	1-5
3 <sup>rd</sup> Attempt	1-6
4 <sup>th</sup> Attempt	Automatically Escapes

If successful, the **TANGLED** marker is removed and the gladiator may resume his turn normally continuing to use his AP’s. If the defender is not able to escape, and the turn comes to an end, he loses any AP’s left for the current turn and can not roll for initiative at the beginning of the next turn. He can only use his Base Initiative until he escapes from the net or lasso entanglement.

Because the entanglement weapon was usually attached to its owner by a cord or strap, the owner can retrieve it at any time. It costs 1 AP per hex distance away to retrieve the weapon.



## Throwing Weapons

Most gladiators were armed with the short sword. They would seldom throw these weapons, as they would lose the use of them during the match. However, pole weapons can be thrown at an opponent. For these weapons, i.e. spear or trident (and sometimes an ax), there are some special rules and tables to consider.

Gladiators armed with pole weapons always have the option to throw the weapon in an attempt to skewer their opponent. If an attacker wishes to throw his weapon, he must declare that he will do so, place a ***POLE WEAPON THROWN*** marker on the figure, and choose a target. The attacker **MUST** be at least 3 hexes away from the target. The AP cost is 2, a D10 is rolled and the results are checked on the table below.

### Pole Weapon Throwing Table

Distance In Hexes	Roll Needed
3	1-7
4	1-6
5	1-5
6	1-4
7	1-3
8	1-2
9+	1

As with an entanglement weapon, the defender also has a chance to defend against a thrown pole weapon. However, because these weapons were very accurate in the hands of an expert and could be thrown quicker, the defender has less of a chance to avoid them. Therefore, gladiators with less armor have a harder time defending themselves against thrown pole weapons. If the defender can roll his Save Point value or **HIGHER** on a D10, he has successfully defended himself against the thrown weapon. As with the entanglement weapon, a thrown spear or trident that has missed its target lands in a hex behind the intended target, and must be retrieved by the owner before it can be used again. (Use the ***POLE WEAPON THROWN*** marker.) Unlike a net or lasso, the owner **MUST** move to the weapon in order to retrieve it.



The gladiator on the left has thrown his spear (pole weapon) and can only retrieve it by moving to it.

Loose weapons **CAN NOT** be picked up and used by other gladiators. For simplification sake and to move the game along, gladiators can only fight with what is actually represented on the miniature.





If the attacker is successful in hitting the target, a ***HIT BY POLE WEAPON*** marker is placed on the target figure. The attacker then rolls a D6 to determine where the target has been hit. Damage for a weapon throw is ***doubled***. This means that the target gladiator must check off ***TWO*** (2) damage points for the body part struck in the attack and ***TWO*** (2) stamina points, as well. This is done automatically.

Because the target gladiator now has this large, painful “shaft” lodged somewhere in his body; he must remove it before he can continue the match. To do this, he ***MUST*** use 4 AP’s, before continuing. The removed weapon is dropped in an adjacent hex, represented by a ***LOOSE POLE WEAPON*** marker.

When a pole weapon misses one target and enters the hex behind it, if there is another gladiator in the hex where the pole weapon ends up, that gladiator must see if the weapon has hit him. As the first gladiator has done, he must also roll his save point value or higher in order to protect himself.



## Begging for Mercy

Although many gladiators lost their lives in the arena, there were times when a participant's life was spared because he put up a brave fight, or happened to be a favorite of the crowd or the official presiding over the match.

In Arena Games, there are instances when a gladiator has no choice but to beg for mercy. When he loses the use of both arms or both legs, or stamina points reach "0", a gladiator **MUST** beg for mercy. However, whether or not mercy is granted depends on what is rolled on the Mercy Table. The longer you fight and survive the contest, the better the chance you will have to be granted mercy.



### When to Beg for Mercy (Mandatory):

Loss of Both Arms. The gladiator cannot hold a weapon, therefore cannot continue the fight.

Loss of Both Legs. The gladiator cannot move or change facing.

Stamina reaches "0." The gladiator cannot continue the contest because he has "0" stamina which means he is too badly wounded and exhausted.

Gladiators who lose all their stamina in an attack including the "0" are killed outright and cannot beg for mercy. A gladiator can also decide to beg for mercy at any time during the match. He can beg for mercy in his turn during a Combat Phase. He must declare his intention and the game halts until the outcome has been decided.

### Mercy Table

D10 → TURN ↓	1	2	3	4	5	6	7	8	9	0
1	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Spare
2	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Spare	Spare
3	Kill	Kill	Kill	Kill	Kill	Kill	Kill	Spare	Spare	Spare
4	Kill	Kill	Kill	Kill	Kill	Spare	Spare	Spare	Spare	Spare
5	Kill	Kill	Kill	Kill	Spare	Spare	Spare	Spare	Spare	Spare
6+	Kill	Kill	Kill	Spare	Spare	Spare	Spare	Spare	Spare	Spare

The gladiator begging for mercy rolls a D10. The result of the roll is checked against the Mercy Table matching his D10 roll with the number of the current game turn. On a "kill" result the gladiator is put to death.



## Special Rules for Additional Types of Gladiators

### Dimacheris

Since this gladiator is armed with two swords, both being offensive weapons, he will have a special attack bonus when in combat with an opponent. When attacking an opponent, a dimacheris, always adds a +1 to his attack dice. For instance, where other gladiators receive six attack D6 and one body part D6, the dimacheris receives 7 attack D6.

As his stamina drops during the match, the number of attack D6 drops like other gladiators, however, the +1 die modifier still remains. There is an exception to this rule. If the dimacheris decides to throw one of his swords, the player **MUST** note that the dimacheris no longer has two swords. But, more importantly, the dimacheris loses the +1 attack advantage until he retrieves the thrown sword.

Because throwing a sword or ax is less accurate than throwing a spear or trident, below is a table that can be used for sword throwing. It can also be applied to throwing an ax as well.

### Sword or Ax Weapon Throwing Table

Distance In Hexes	Roll Needed to "Hit"
2	1-5
4	1-4
5	1-3
6	1-2
7	1
8+	N/A

All other rules apply as normal.

### Female Gladiators

Beginning with the reign of Nero in 54 AD and running until about 200 AD, it was accepted practice for women to train and fight as gladiators in the arena. Historically, women were usually paired against each other, and in this case, the rules can remain the same. However, from time to time, you will want a woman to fight against a man.

For this game set up, female gladiators should remove 2 stamina boxes before the match begins. This will reflect the smaller stature and less weight of the woman athlete. However, females should add a +1 to their Base Initiative. This compensates for the decrease in stamina with increased speed and mobility.

All other rules apply as normal.

### Dwarf Gladiators

There were dwarf gladiators that also fought. As with the female gladiators, some assumptions should be made regarding their physical attributes. Although small of stature, dwarfs were very strong individuals. When fighting each other, all normal gladiator rules apply. When a dwarf fights a normal gladiator, he should remove 1 stamina box before the match begins to reflect the difference in size. Initiative will remain the same.



All other gladiator rules apply as normal.

### Andabantes

These gladiators fought blindfolded. To simulate this within the scope of *Arena Games*, this type of gladiator can only move two hexes at a time during a Combat Phase, no matter how many action points he has. In combat, the andabantes receives a -2 to the attack die roll to simulate his handicap. That means that the andabantes starts the game using 4 attack D6 rather than the normal 6. However, if the andabantes is successful in hitting the target, damage from the attack is **doubled**. This means that the target gladiator must check off **TWO** (2) damage points for the body part struck in the attack and **TWO** (2) stamina points, as well.

### Equites

These gladiators fought on horseback. Historically, equites generally fought against each other exclusively, however, they can be pitted against any other gladiator in the arena. They entered the arena mounted and armed with light armor, sword, spear and a small round shield. It is not known how the fight proceeded from that point, however, there is recorded evidence that the match usually ended with both gladiators fighting on foot.

When using mounted gladiators, follow the procedure below:

1. The equites determines Base Initiative and Save Point value as foot gladiators, and rolls a bonus initiative D6 for each turn.
2. When moving while MOUNTED, the equites may move two (2) hexes per AP, unlike dismounted gladiators that move only one. However, AP combat cost remains the same as dismounted gladiators, 1 AP per attack.
3. Equites can only move in the direction of any one of the three front hexes, and cannot move laterally or backward as dismounted gladiators can. An action point **MUST** be taken to change facing before the gladiator can move his horse in another direction.
4. When moving a mounted equites, the player **MUST** move at least 1 AP or 2 hexes forward before changing facing to move in another direction. This simulates the rider having to control the movement of the horse.
5. When mounted and in combat, a -1 is applied to the attack dice to simulate the difficulty of fighting from horseback. For example, if an equites has "6" attack dice when on foot, he gives up one die to fight from horseback, and would use "5" attack dice while mounted.
6. When "hits" are scored on a mounted equites, it must be determined whether the horse or the man has been struck. The attacking gladiator (either mounted or on foot) rolls a D10 and on a 1-3, the horse is hit and automatically takes the damage from the attack roll as any animal would on whatever body part was hit. On 4-10, the man is hit and has to roll his Save Point value as normal to defend the blow. After all hits and wounds are applied to the defending equites, he must roll a D10. If he rolls higher than the number of "hits" he received, he remains on the horse, if not, the defending equites falls off and must take an extra Stamina "hit."
7. At the end of each combat, both equites, if they are mounted, **MUST** make a mandatory move of two hexes away from their opponent. This simulates the difficulty in controlling a horse when in combat.
8. It costs an AP to either mount or dismount the horse.



9. Foot gladiators cannot mount a horse that has been dismounted by an equites.
10. If a horse has lost any of its body parts, the equites cannot use the horse and **MUST** dismount.
11. When dismounted, an equites moves and fights as a dismounted gladiator.

It is a good idea to have a mounted and dismounted miniature with similar armor and weapons to represent the same equites. Crusader Miniatures offers a pack of two equites gladiators mounted and dismounted. To keep track of equites, play sheets from Version 1.0 have been modified as below.

D6	Gladiator Damage					D6	Horse Damage (If Applicable)				
1	Right Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	Right Front	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Left Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	Left Front	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Right Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	Right Rear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Left Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6	Left Rear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Stamina (Man)	0	1	2	3	4	4	4	5	5	5	6	6	6
Stamina (Horse)	0	1	2	3	4	4	4	5	5	5	6	6	6

### **Venatores (Bestiarii)**

Venatores or bestiarii were the trained hunters of wild animals used as entertainment at the arena. Animals would be set loose in the arena and the Venatores would have to hunt them down for the entertainment of the crowd. Venatores wore no armor and carried only one weapon to boast of their bravery against wild beasts and to show off their professional hunting prowess. They fight against wild beasts ONLY. To give the animal a better chance of winning against a venatore, you can give the animal more than the normal 2 attacks per combat phase which would allow them a better chance of doing more damage against the venatore. This option can be left up to the game master, or decided at the beginning of the game.





## Wild Animals

During the games of Ancient Rome, wild animals were often used for entertainment. Most of the time they were hunted down by bestiarii, or specialists trained to hunt and kill wild beasts. However, sometimes, for the sake of sport, one or more lions or tigers were set loose in the arena to provide an additional challenge for the contestants.

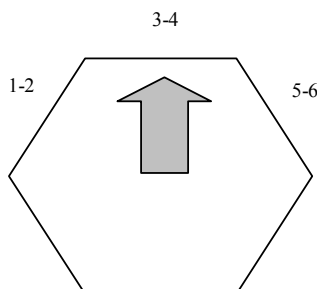
The following rules can be applied for wild animal fights against each other, bestiarii or gladiators.



### Movement

The game itself or the game master always controls animals. Animals always move first in each Combat Phase. They are randomly numbered on their special game sheet from 1 through however many are participating in the contest, and always take turns for movement in that sequence.

Direction and distance of movement is determined by rolling three D6, one of a different color. The number showing on the different color D6 is the direction of the movement. For instance, 1 or 2 = front left hex side, 3 or 4, the center hex side directly in front of the animal, 5 or 6, the right front hex side. See the diagram below:



It doesn't matter if the size of the animal takes up two hexes. The main concern is the forward hex, and where the front of the animal is. Movement and direction begins from there. Add the results of the other two D6, and that is the number of hexes the animal may move in that Combat Phase. An animal will move until it encounters a gladiator, another animal or the wall of the arena. If it encounters a gladiator or another animal it will engage in combat (see combat below). If it encounters a wall, it turns toward the nearest foe (man or beast), and moves along the wall until all its movement points are expired in that Combat Phase. If the direction indicator shows that the animal moves back into the wall, then the animal does not move for that phase.



## Combat

Animals do not have AP's and therefore, do not pay for facing or attacking. An animal always gets two attacks per Combat Phase. They attack the same way as the gladiators do using the 7 D6, 1 Red and 6 White. In defense, animals have no save capability; however, they receive full damage points for every body part. Initially, animals do not have to perform a compulsory retreat if it receives a "hit" in combat. However, if the animal accumulates more than half damage allowed for any body part (3 or more boxes), it must retreat two hexes after the next hit on that body part and all subsequent hits thereafter. Animals loose stamina as gladiators do. If the animal looses one of its four legs in combat, it receives an ***ANIMAL HAS ONE LEG MISSING*** marker, looses 1 die for movement and only receives 1 attack per Combat Phase. If the animal looses two legs, its combat capability is ended. If an animal kills a gladiator or another animal, it will spend the rest of the current turn feasting on the victim, unless it is attacked. Animals will always defend themselves when attacked. When an animal runs out of stamina it is considered dead.



# Suggestions for Tournaments and Campaigns

## One-Off Single Elimination Tournament

Provided in these rules is a play sheet for a tournament. This tournament is one where each player controls a gladiator that will be used in a one-time single elimination tournament. All gladiators in the tournament are given a name or some identifying designation (players can use their own names if they wish to). Players choose who fights whom by picking the gladiator names randomly from a hat for all four first round competitions. When this is completed, each “pairing” of contestants will fight to determine the winner. The winner will move on to the next round of the tournament to face the winner of the other 1<sup>st</sup> round competition. As gladiators win and advance from one round to the next, they will begin each round as they had begun the first, using the same Base Initiative and Save Point Value statistics. Players **MUST** use the same gladiator (miniature) from one round to the next, until their gladiator either wins or is defeated. This type of tournament is not limited to 8 gladiators. You can always add to the number of gladiators that participate. Remember that these are suggestions only.

## Team Tournament

A team tournament would work a little differently. Players assume the role of a “lanista.” Lanistas were the owners of gladiator troupes that traveled from city to city with their stable of gladiators putting on shows and exhibitions for the public. Each player chooses an odd number of gladiators to manage in a tournament setting. Players then can compete with each other pitting their gladiators against each other one at a time. The gladiators for each team can be made up of different types of gladiators. For example, a team of five gladiators could be made up of one or two heavily armored gladiators, one or two lightly armored types and maybe one moderately armored gladiator. Or, if preferred, a lanista could have a troupe of five gladiators, all of the same type. This is optional. All gladiators are given names or identifying designations as the one-off single elimination tournament.

Players (lanistas) then choose which gladiators are to fight 1st, 2nd and so on. This can be done two different ways. Each player rolls a D6, and the player with the lowest roll places a gladiator of his choice into the arena, followed by the next highest, the next highest, etc. The other way is to have each player fill out a “line-up” card in secret with the names of their gladiators and the round that they will fight in. Each round will pit the gladiators designated for that round to fight each other. The team that wins the most rounds wins the tournament. Another way of determining the winner of the tournament is to keep track of the victories each of their respective gladiators made. The team with the most victories then wins the tournament. Whichever way is chosen, in the event of a tie, the tying players (lanistas) can choose their best gladiator who has survived the tournament as a “champion” to settle the issue.

This type of tournament can be very interesting if more than two or three lanistas are competing.

## Following a Career

If players don’t mind doing a little “record keeping,” they can keep track of their favorite gladiator's career.

## Experience

Gladiators gain experience the more matches they have participated in. It does not matter whether they win or loose, as long as they survive the contest. The more matches they survive, the more



experience they gain. However, in order to have the best chance at the most experience, winning the contest is important.

When your gladiator wins a match:

1. Roll a D6.
2. If a 1 is rolled, the gladiator does not receive any bonuses for his next match.
3. If a 2-6 is rolled, the gladiator gains a bonus for his next match.

When your gladiator loses a match, but has been granted mercy from the mercy table:

1. Roll a D6.
2. If a 1-5 is rolled, the gladiator receives no bonuses for his next match.
3. If a 6 is rolled, the gladiator gains a bonus for his next match.

After receiving a bonus, roll another D6 and check the chart below to see what the bonus is.

D6 Roll	Result
1-2	The gladiator will receive a point of "crowd favoritism" up to a maximum of 3 points during his/her career. (See "Crowd Favoritism" below for explanation.)
3-4	The gladiator will lower his/her Save Point Value by 1 up to a maximum of 2 for his/her career.
5-6	The gladiator will add 1 AP to his/her Base Initiative up to a maximum of 3 for his/her career.

Ten (10) victories always gives the gladiator the coveted rudius or wooden sword of freedom!

### **Crowd Favoritism**

During a gladiator's career, the crowd would play an important role in determining whether the gladiator should live or die. The more popular a gladiator was with the crowd, the better chance he had of influencing their decision.

When following a gladiator's career, the crowd favoritism points received after previous matches can be applied to the Mercy Table if the gladiator is forced to beg for mercy. When rolling on the Mercy Table, the gladiator may add bonus "Crowd Favoritism" points received from previous matches as a modifier to the mercy roll result. If he is spared, "praised be the gods!" If he is not, prepare the funeral pyre ... he must not have been as good as he thought!

Remember that these are suggested ideas for tournaments and campaigns. We have used the one-off single elimination tournament many times and have had success with it. If you wish to develop your own type of tournament or campaign, please feel free to do so. The main objective of these rules is to present something to gamers that is fast, easy and most of all fun.



## Sources and References

In writing these rules, we have used many sources and references, including web sites. Below are some of them:

### Resources (Books)

Baker, Alan	<i>The Gladiator, The Secret History of Rome's Warrior Slaves</i> , St. Martin's Press, 2000
Grant, Michael	<i>Gladiators</i> , Barnes & Noble Books, 1996
Mannix, Daniel P.	<i>The Way of the Gladiator</i> , iBooks, 2001
Various, Edited by Ralph Jackson	<i>Gladiators and Caesars, the Power and Spectacle in Ancient Rome</i> , University of California Press, 2000
Watkins, Richard	<i>Gladiator</i> , Houghton Mifflin Company, 1997

### Miniature Companies that Manufacture Gladiator Figures

Wargames Foundry	25MM Gladiator Figures.
Crusader Miniatures	25MM Gladiator Figures.
Michigan Toy Soldier Company	Plastic Gladiators Figures: Italiari and Pegasus 1/72 and 1/32 scale.
Old Glory Miniatures	25MM Gladiator Figures.
Chessex	Hex grid mats of all sizes

Remember, the main objective is to have fun!

### Questions?

If you have any questions or comments about the rules, please write or e-mail us:

#### **ARENA GAMES**

21 Haverhill Drive

Churchville, NY 14428

E-mail: [mvassill@rochester.rr.com](mailto:mvassill@rochester.rr.com)

Arena Games Web site:

<http://sites.google.com/site/arenagamesgladiatorcombat/>





## Quick Reference & Play Sheets

The following pages contain two “Quick Reference” sheets of the rules and a number of play sheets to make playing *Arena Games, Gladiatorial Combat* easier to play.



# ARENA GAMES® QUICK REFERENCE SHEET

Action Point Cost					
Movement.....	1 AP per hex move				
Change Facing .....	1 AP per hex side				
Combat.....	1 AP to strike a blow against your opponent				
Throw Weapon .....	2 AP's to throw spear, trident, net or rope.				
Retrieve Weapon .....	Uses AP's equal to the number of hexes away from the gladiator to retrieve net or rope. Must move to spear or trident to retrieve.				
Escape From Entanglement .....	3 AP's or until the gladiator has made up to 4 attempts.				
Remove Pole Weapon .....	4 AP's.				
Special Weapons Tables					
Entanglement Weapons		Entanglement Escape		Pole Arm Weapons	
Distance In Hexes	Roll Needed	Escape Attempt	D10 Roll Needed	Distance In Hexes	Roll Needed
1	1-7	1	1-4	3	1-7
2	1-6	2	1-5	4	1-6
3	1-5	3	1-6	5	1-5
4	1-4	4	AUTO	6	1-4
5	1-3			7	1-3
6	1-2			8	1-2
7+	1			9+	1
Body Part		Effect of Loosing All Damage Points to the Body Part			
One Arm	The gladiator can't use the arm. If he has a shield, he loses that save value point, and the figure is marked with a <b>SHIELD LOST</b> marker. If he has a net, or lasso, he loses the use of that weapon and the figure is marked with a <b>SPECIAL WEAPON LOST</b> marker. The gladiator will be able to use his remaining weapon in the other hand.				
Both Arms	If the gladiator loses the use of both arms, he can no longer fight and must beg for mercy.				
One Leg	The gladiator can now move <b>ONLY</b> 1 hex per Combat Phase. However, he may change facing and fight as indicated by his Base Initiative. AP's not used during the Combat Phase will be lost.				
Both Legs	If the gladiator loses the use of both legs, he can no longer move and must beg for mercy.				
Body	Gladiator is killed instantly.				
Head	Gladiator is killed instantly.				

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3	1-5	3	1-6	5	1-5
4	1-4	4	AUTO	6	1-4
5	1-3			7	1-3
6	1-2			8	1-2
7+	1			9+	1
Body Part		Effect of Loosing All Damage Points to the Body Part			
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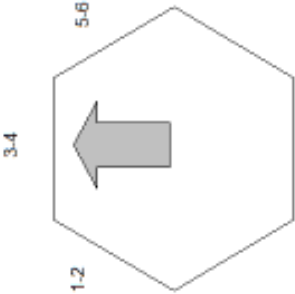
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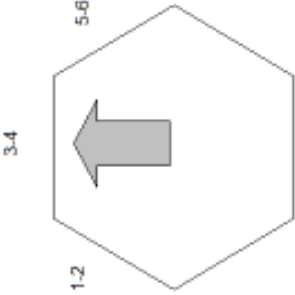
ARENA GAMES©

GLADIATOR COMBAT SHEET

Gladiator Name				No.	Gladiator Type			
Initiative (Action Points)		Armor Save Points (# or Higher)						
Turn	Position	Total AP	Combat Phases					
			1	2	3	4		
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
			<div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> </div>					
			When defending from a side attack, +1 to save point value. When defending from rear attack +2 to save point value.					
Red D6	Gladiator Damage				Red D6	Horse Damage (If Applicable)		
1	Right Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	Right Front <input type="checkbox"/>		
2	Left Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	Left Front <input type="checkbox"/>		
3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	Head <input type="checkbox"/>		
4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	Body <input type="checkbox"/>		
5	Right Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	Right Rear <input type="checkbox"/>		
6	Left Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6	Left Rear <input type="checkbox"/>		
Stamina (Man)		0	1	2	3	4	5	6
Stamina (Horse)		0	1	2	3	4	5	6

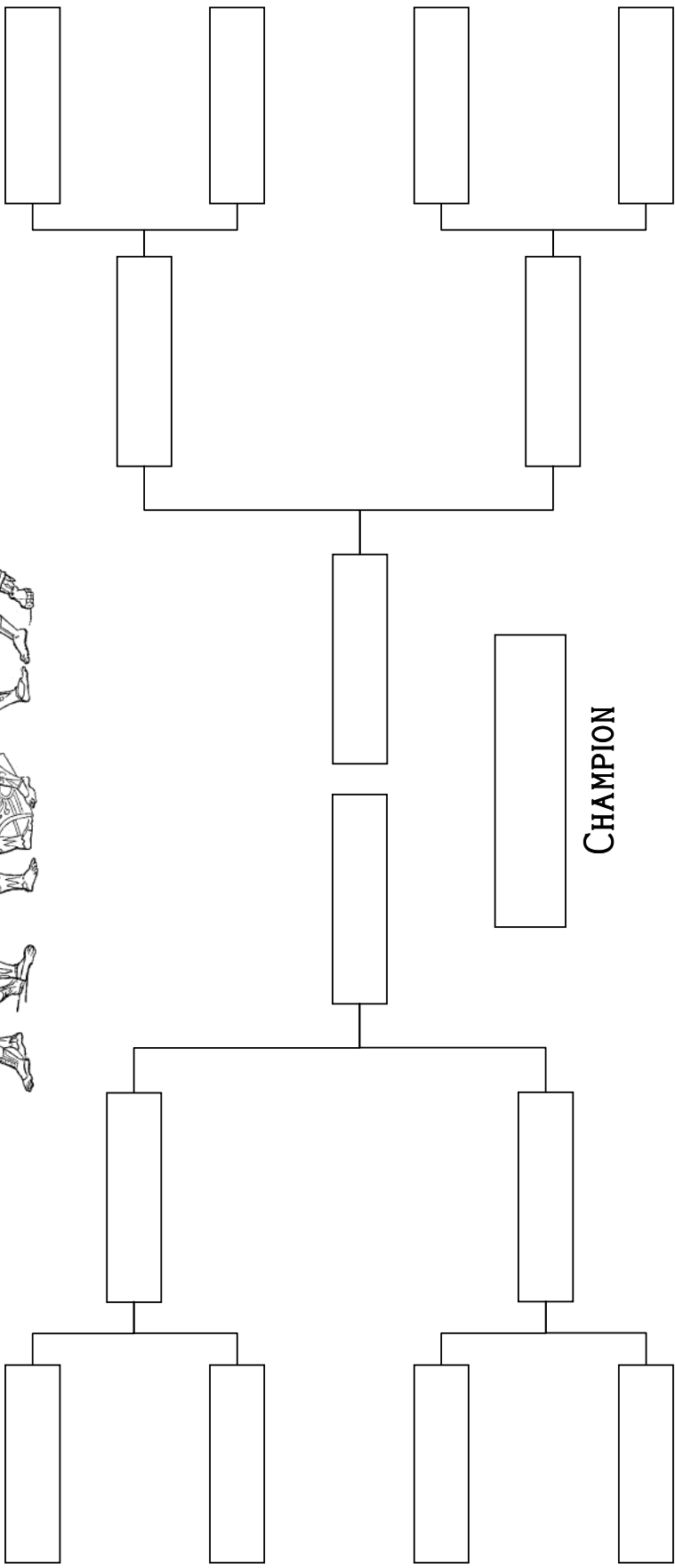
Gladiator Name				No.	Gladiator Type			
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Turn	Position	Total AP	Combat Phases					
			1	2	3	4		
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
			<div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> <div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> <div>FRONT</div> </div> </div>					
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2	Left Arm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	Left Front <input type="checkbox"/>		
3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	Head <input type="checkbox"/>		
4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	Body <input type="checkbox"/>		
5	Right Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	Right Rear <input type="checkbox"/>		
6	Left Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6	Left Rear <input type="checkbox"/>		
Stamina (Man)		0	1	2	3	4	5	6
Stamina (Horse)		0	1	2	3	4	5	6

Animal Type												
Animal Number (Used for Turn Sequence)												
<div>Animal Movement Direction and Distance</div> <div>Roll 3 D6, one a different color. Odd color designates direction.</div> <div></div> <div>Two similar colors are added together to get the total number of hexes moved for the current Combat Phase.</div>												
Animal Damage												
1	Right Front Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Left Front Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Right Rear Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Left Rear Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stamina		0	1	2	3	4	4	4	5	5	6	6

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2	Left Front Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Head	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Body	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Right Rear Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Left Rear Leg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stamina		0	1	2	3	4	4	4	5	5	6	6



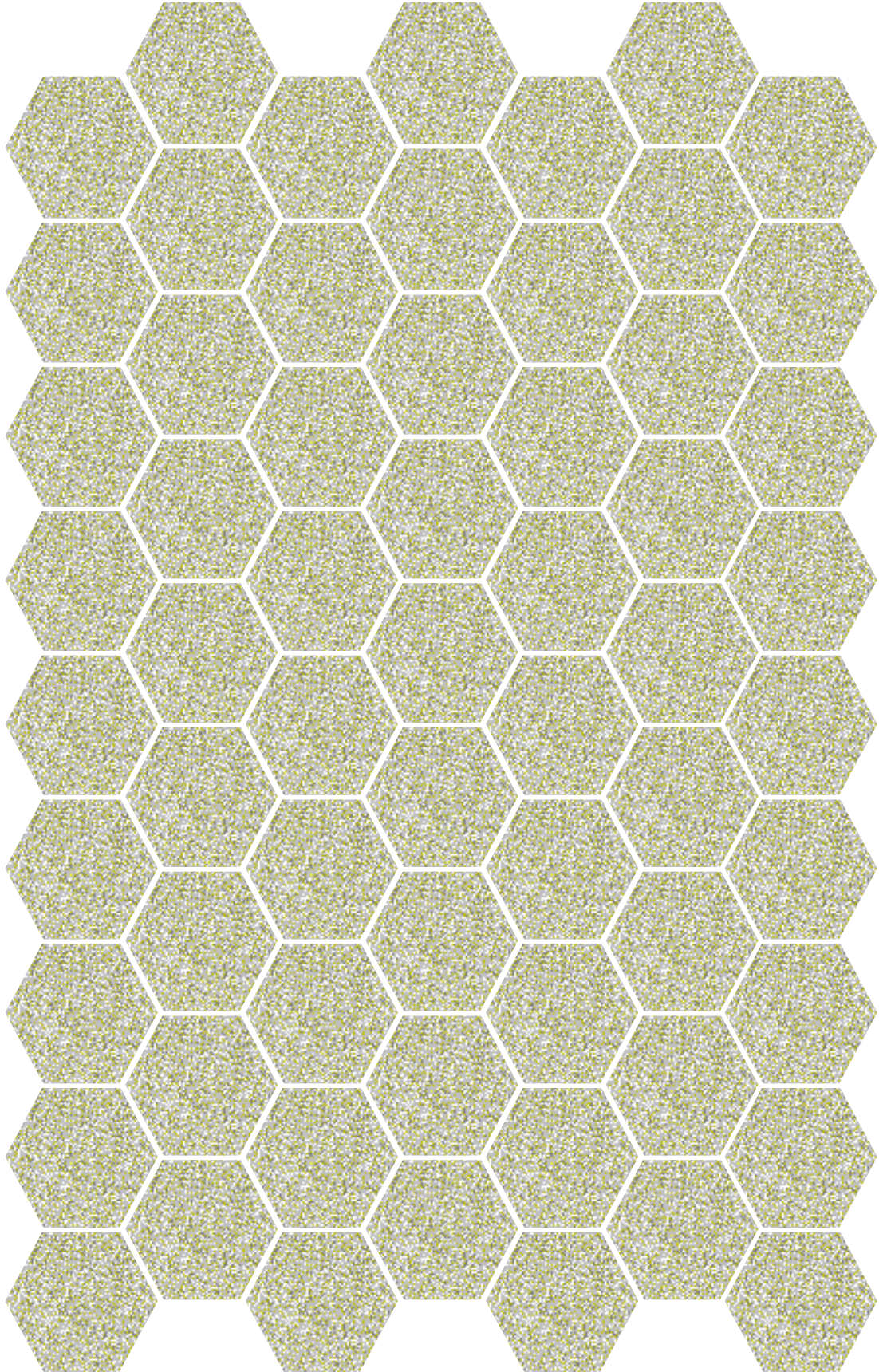
ARENA GAMES®  
GLADIATOR TOURNAMENT SHEET





ARENA GAMES®

Practice Hex Grid (25mm figures)



# ARENA GAMES®

## GAME MARKERS

NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN	NET OR LASSO THROWN
POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN	POLE WEAPON THROWN
LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO	LOOSE NET OR LASSO
LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON	LOOSE POLE WEAPON
TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED	TANGLED
HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON	HIT BY POLE WEAPON
SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST	SHIELD LOST
NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST	NET OR LASSO WEAPON LOST
ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING	ANIMAL HAS ONE LEG MISSING





Coliseum by Walter Kordon